Simon & Schuster Interactive Presents

WHO WANTS TO **BEAT UP** A

MILLIONAIRE

IS THAT YOUR FINAL ANS...!?!?!

Dreamcast™

SIMON & SCHUSTER INTERACTIVE

TEEN

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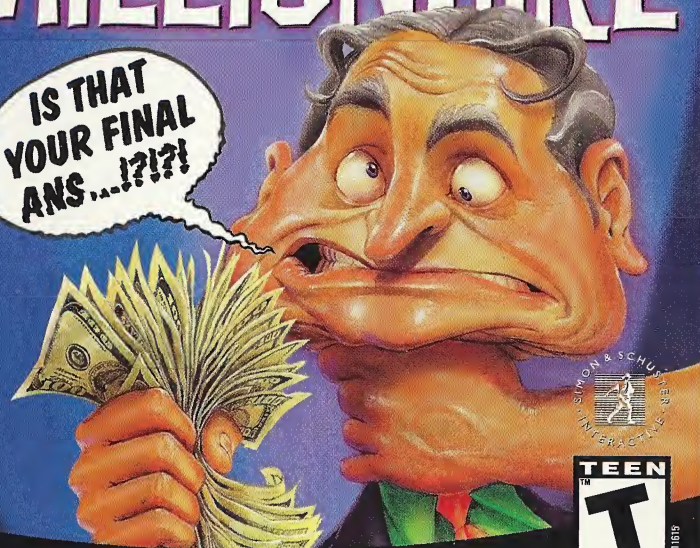
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A Hilarious **PARODY** of the Hit TV Quiz Show

Simon & Schuster Interactive Presents

WHO WANTS TO **BEAT UP** A

MILLIONAIRE

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SEGA®

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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Sega Dreamcast Hardware Unit

Disc Door
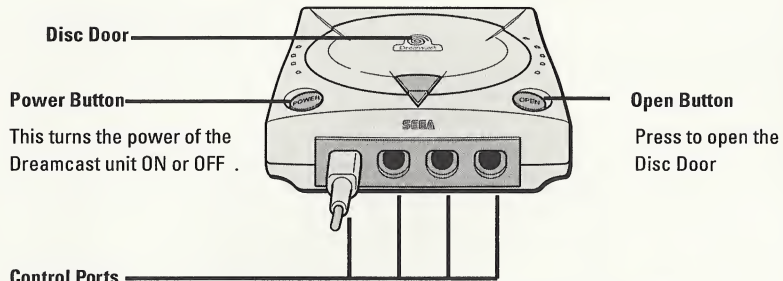
Power Button
This turns the power of the Dreamcast unit ON or OFF .

Open Button
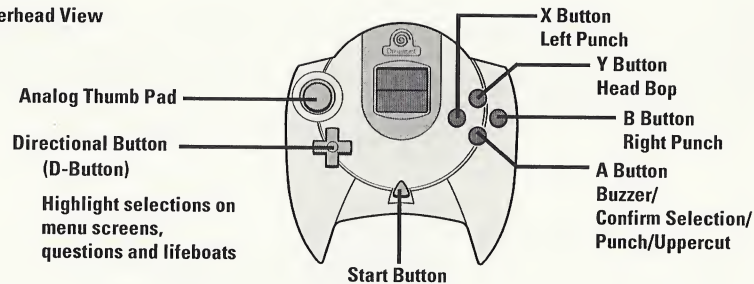Press to open the Disc Door

Control Ports
Use these ports to connect the Dreamcast Controller or other peripheral equipment.
From left to right in order are "Control Port A", "Control Port B", "Control Port C" and "Control Port D". Use each port to connect controllers for players 1 to 4 respectively.

"Who Wants to Beat Up a Millionaire" is a 1 - to 4 - player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A,B,X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software.
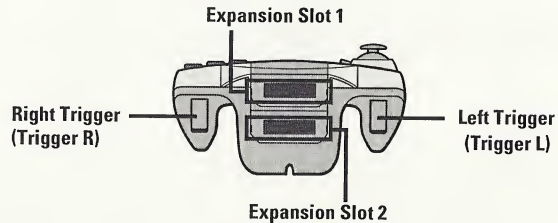
*Purchase additional controllers (sold separately) to play with two or more people.
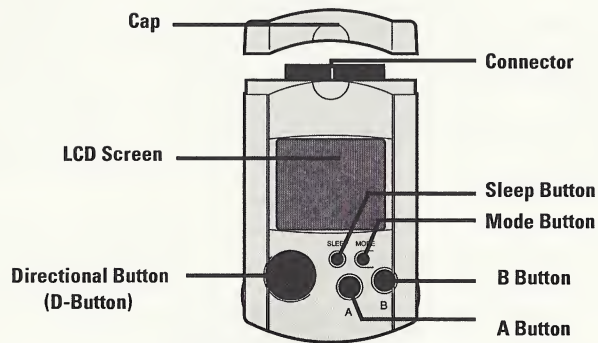
Sega Dreamcast Controller

Overhead View

X Button Left Punch
Y Button Head Bop
B Button Right Punch
A Button Buzzer/ Confirm Selection/ Punch/Uppercut

Analog Thumb Pad

Directional Button (D-Button)
Highlight selections on menu screens, questions and lifeboats

Start Button

Forward View

Expansion Slot 1

Right Trigger (Trigger R)

Left Trigger (Trigger L)

Expansion Slot 2

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

Sega Dreamcast Visual Memory Unit (VMU)

Cap —
Connector
LCD Screen —
Sleep Button
Mode Button
Directional Button
(D-Button)
B Button
A Button

"Who Wants To Beat Up A Millionaire" supports the use of memory cards. To save both game settings and to avoid repetition of questions, insert a Visual Memory Unit (VMU) into slot 1 of the controller BEFORE turning on the Sega Dreamcast. Once the memory card is inserted, the game will save automatically, and will require 2 blocks of memory. To avoid saving the game, remove the memory card before starting a game.

Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.

MAIN MENU

Choose from the following options to begin playing "Who Wants To Beat Up A Millionaire." Using up/down on the directional buttons or the Analog Thumb Pad, highlight Start Game, Options or Exit Game. Press the A Button to confirm your choice. Remember that two controllers must be plugged into the Sega Dreamcast to play a two player game, three controllers are required for three players, etc.

START GAME

To Start a game, highlight this choice, and press the A Button.

OPTIONS

After selecting this choice, you will be taken to the following menu:

SFX Volume	This slider adjusts the volume for special effects within the game, including punches and player reactions.
Music Volume	This slider adjusts the music volume within the game.
Speech Volume	This slider adjusts the volume of both Egregious Phillin and the Announcer.
Controller Configuration	This selection allows players to change which buttons are used for fighting or blocking.
Audio Setting	Choose Stereo or Mono setting.
Back to Main Menu	Use this selection to return to the Main Menu.

To access this menu during the game, press the Start Button. There will also be an option to quit the game.

EXIT GAME

Highlight this selection and press the A Button to exit the game.

NUMBER OF PLAYERS MENU

After starting a game, you will have the option to choose the number of players in your game. Remember that you must have a separate Dreamcast controller for each player.

To make your selection, use the Directional Button or Analog Thumb Pad to highlight the desired number of players, and press the A Button.

To return to the Main Menu, press the B Button.

CHOOSE YOUR MILLIONAIRE

Use the Directional Button or Analog Thumb Pad to highlight Previous, Select or Next to select a millionaire for each player.

GAME PLAY

"Who Wants to Beat Up a Millionaire" can be played with 1 to 4 players. The object of the multiplayer (more than one player) game is to be the last millionaire standing. All millionaires start the game with $1,000,000. As the game progresses, each millionaire will be slowly beaten into pulp and poverty. When a millionaire runs out of money, he or she is out of the game.

In the single-player game, you play against a millionaire of your choice. The goal is to knock the millionaire out before you get a question wrong. One incorrect answer will end your game. Every time you answer correctly, you get a chance to beat up the millionaire. Note that you must actually beat up the millionaire to eventually win the game. If you do not punch, the millionaire will not lose money, and the game will not end.

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CHOOSING AN ANSWER

After the game begins and Egregious reads the question, the player(s) must buzz in by pressing the A Button. Failing to do so ends a single-player game. In a multiplayer game, Egregious will insult the group and ask another question.

If you buzz in while Egregious is reading the question, you have 3 seconds to answer. If you buzz in after he reads the question but before the answers finish, you have 5 seconds to answer. If you buzz in after both the question and answers are read, you have 10 seconds to answer. To make a selection, use the Directional Button or Analog Thumb Pad to highlight your choice and press the A Button.

In a multiplayer game, the player will then select a millionaire who will receive a beating if the answering player is correct. If, however, the answering player is wrong, then the chosen millionaire gets to beat up the player.

In single player mode, an incorrect answer ends the game.

LIFEBOATS

During the game, the player who answers a question also has the option of selecting a lifeboat before making a final answer. These include:

One or the Other—This lifeboat gets rid of two wrong answers and leaves you two to choose from.

Fortune Cookie—With this lifeboat, you will be asked to choose which answer you think is correct. Then the screen will indicate whether or not you are on the right track. The question screen will then reappear and you must choose your answer.

Chicken Out—This lifeboat replaces the question with a new question. (This lifeboat is available only in the single-player game).

Pass the Buck—This lifeboat allows you to pass the question to another millionaire, and is available only in a multiplayer game. You will be asked which millionaire you want to pass the buck to. Select the millionaire by highlighting your choice using the Directional Button or Analog Thumb Pad and pressing the A Button. The question screen will reappear. If you answer correctly, you beat up the chosen millionaire. If you answer incorrectly, the chosen millionaire beats you up.

FIGHTING

After the answer is given, someone will receive a beating. To administer a beating, use either the Directional Button or Analog Thumb Pad and the A Button simultaneously, or the alternative controller configuration, to throw the following punches:

Right Punch	Either ▶ + A Buttons, or the B Button
Left Punch	Either ◀ + A Buttons, or the X Button
Uppercut	Either ▼ + A Buttons, or the A Button
Head Bop	Either ▲ + A Buttons, or the Y Button

BLOCKING

To block, use the Directional Button or Analog Thumb Pad as follows:

Left Block	Either ◀ + A Buttons, or the X Button
Right Block	Either ▶ + A Buttons, or the B Button
Up Block	Either ▲ + A Buttons, or the Y Button
Down Block	Either ▼ + A Buttons, or the A Button

SPECIAL WEAPONS

Special weapons are also available at various points in the game. Use these weapons to do more damage to each millionaire.

TECHNICAL SUPPORT

Technical Support for Simon & Schuster Interactive's "Who Wants to Beat Up a Millionare" is provided by Sierra On-Line. Sierra On-Line offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (425) 644-4343, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write, or fax us with your questions, or contact us via our Web site.

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